

Name: _____

Design Your Own Project!



The Power Is Now In Your Hands! Bowser has kidnapped the Princess, and it's your job to get her back. Playing as Mario, this project is going to allow you the opportunity to select the activities that you want to complete in order to save the Princess! As you read your novel, you will need to complete a daily entry in your learning journal in addition to three open-ended discussion questions. When you finish the novel, you will select the activities below that you wish to work on. There are four levels to this assignment. You will begin on level 1, and work your way up to level 4. Successful completion of level 1 will result in a grade of a D, level 2 a C, level 3 a B (and rescue of the Princess), and completion of level 4 will result in a grade of an A and a life happily ever after with the Princess.

Everyone will begin on the first level. At each level you will need to complete enough assignments to reach the required point total (you may go over). Each activity has a pre-determined point value that a student can score up to for successful completion. Ultimately, however, your teacher will determine how many of the points you have earned for each activity based on the quality of the finished product. You may not move on to the next level until your teacher has signed your paper! Some activities may be completed with a partner, but you must get your teacher's permission before you begin these activities.



| | Mandatory For All Students | Possible Points | Points Earned |
|---|--|-----------------|---------------|
| Credit cannot be earned until these requirements have been met. | 1. Read the novel in allotted time. | 10 | |
| | 2. Complete chapter journal entries and questions for each class. Literature discussion participation if applicable. | 75 | |
| | 3. Assemble Unit Portfolio for each layer below. | 15 | |



Remember, only you can decide how successful you



will be on this assignment!

| Level 1 | Level 1 (45 Points) | Possible Points | Points Earned |
|---|--|-----------------|---------------|
| Bloom's Taxonomy: Understanding & remembering | 1. Using a Venn diagram compare and contrast the 2 main characters. | 10 | |
| | 2. Create a plot diagram for your novel. | 10 | |
| | 3. Create a comic strip based on a significant event in the novel. Include thought bubbles, speech bubbles, and narration. Minimum | 15 | |

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| Activities in this level demonstrate basic knowledge and | of six frames. | | |
| | 4. Create a wanted poster for the antagonist of your novel. Include a paragraph that thoroughly describes him/her and his/her crime(s). | 10 | |
| <p>The student builds on his/her current level of core information.</p> <p>Directions: Upon completion of Level 1, conference with teacher to review work and obtain permission to move to Level 2.</p> | 5. Write a free verse poem about one character or theme that is present in your novel. Choose three of the following to include in | 10 | |
| | 6. Write an advertising jingle to promote your book on the radio. (An extra 5 points if you record it with music) | 10-15 | |
| | 7. Imagine you are interviewing the main character of your novel. Write 5 open-ended questions (questions that can't be answered with yes or no) you would like to ask, and provide the answers you imagine he/she would give. | 10 | |
| | 8. Find 20 words throughout the book that are new to you, or that you believe may be challenging for 7 th graders. Write out the words, a definition, a sentence, and a drawing or symbol to help you remember the meaning of the word. Use the context of the words from the book to help you. | 15 | |
| | 9. Choose 3 characters and write 3 paragraphs or 3 poems about these characters. | 10 | |
| | 10. Draw a cartoon of one of your favorite scenes in the book. (Must be colored in) | 10 | |
| | 11. Draw or digitally create a poster that would appeal to your friends and would make them want to read the book. | 10 | |
| | 12. Create a collage showing the main events of the text. | 10 | |
| | 13. Create a reader's theater for one important chapter of your novel. | 15 | |
| | 14. Write a rap that tells the plot of your story. (An extra 5 points if you record it with music) | 10-15 | |
| | 15. Create a map of the setting or multiple maps of different settings used in the book. Tell what important events occurred at each location. | 10 | |
| | 16. Using a piece of blank paper, create a new book cover for the book based on your reading. You must include a title cover and a back cover that summarizes and previews the story. An illustration for the cover is required and should be reflective of the book's theme. Remember, the cover should not give the story away! | 15 | |
| | 17. Do an Internet author study. Research and find out all you can about the author, then write a letter to the author. | 15 | |
| | 18. Make a character poster including three quotes signifying the character's personality. | 10 | |
| | 19. Select one character from your novel who has the qualities of a heroine/hero. List the qualities and tell why you think they are heroic. | 10 | |







You Must Obtain Level 2 Access From Your Teacher



Permission to Proceed to Level 2:



| | | | |
|----------------|----------------------------|----------|--------|
| Level 2 | Level 2 (30 Points) | Possible | Points |
|----------------|----------------------------|----------|--------|

| | | Points | Earned |
|---|---|---|---|
| <p>Bloom's Taxonomy: Applying & Analyzing</p>   <p>Activities in this level allow students to demonstrate application or manipulation of the information learned in Level 1.</p> <p>Directions: Upon completion of Level 2, conference with teacher to review work and obtain permission to move to level 3.</p> | 1. Compare a conflict you have had with one that occurs in the book. Make 5 connections. | 10 | |
| | 2. Analyze a popular song's lyrics. Compare it to the book and explain the connections. | 10 | |
| | 3. Pick out 12 significant incidents in the book. Make a timeline with the incidents, include at least 6 questions, and 5 sentences explaining why each event is significant. |  |  |
| | 4. Design an award for each main character (choose 5 characters). Write a brief speech outlining why each character qualified for that particular award. For example: Protector of the Year goes to Rikki-Tikki-Tavi. | 10 | |
| | 5. Make a video of a newscast as though your story is a real event. What would be important details for the audience to know about what's happening? | 15 | |
| | 6. Make a book review. Be sure to include what the book is about, what you liked about the book, and the message of the author. | 10 | |
| | 7. Create puppets of at least 2 major and 2 minor characters. Then act out the most important scene in your story. | 10 | |
| | 8. Illustrate the chapters in the book; Give each chapter a title. The title should reflect the events of the chapter. | 15 | |
| | 9. Write a newspaper story about an important event in the story. | 10 | |
| | 10. Write another chapter with a different ending to the story. | 10 | |
| | 11. Write an essay exploring the different conflicts the characters face. Write 3-5 paragraphs. | 15 | |
| | 12. Think of a situation that occurred to a character in your story and write about how you would have handled the situation differently. | 10 | |
| | 13. Create a PowerPoint/Prezi presentation that focuses on a relevant topic in your novel. | 15 | |

You Must Obtain Level 3 Access From Your Teacher

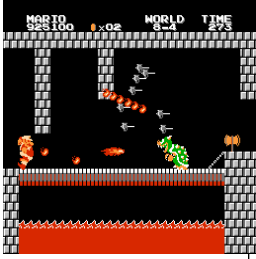



Permission to Proceed to Level 3:



| Level 3 | Level 3 (30 Points) | Possible Points | Points Earned |
|--|---|-----------------|---------------|
| <p>Bloom's Taxonomy: Evaluating & Creating</p> <p>Activities in this level demonstrate Critical Thinking and Analysis. This level requires the highest and most</p> | 1. Create a soundtrack to the novel, choosing 3-5 songs that could act as the soundtrack for this novel. Create the soundtrack, then write/explain how each song lends itself to the novel. | 10 | |
| | 2. Write a diary from the main character's point of view. Include dates and locations. You must have at least 5 journal entries. | 10 | |
| | 3. Create and dramatize a movie trailer advertising the novel. (You may use Animoto or other video creating software) | 15 | |
| | 4. Design a game that focuses on several plot points from your novel. Make a game board, playing pieces, and written directions. | 15 | |
| | 5. Compare another novel from the same author, and in chart format, compare the two books focusing on the following literary elements: plot, setting, characters, and theme. | 10 | |
| | 6. Find 3 articles on the Internet about a relevant topic to your novel. | 15 | |

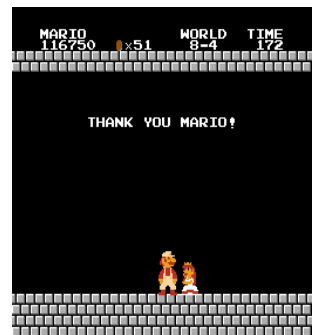


| | | | |
|---|---|----|--|
| <p>complex thought.</p>   | Summarize each article in at least 2 paragraphs, then write a paragraph explaining its link to the book, and another paragraph with your opinion as to whether you agree or disagree with these articles. Why? Why not? | | |
| | 7. In an essay: Which character changed the most? How does he/she change? How do you think others will view this person in the future? | 15 | |
| | 8. Find 2 articles in a magazine or newspaper that you think would explain a lesson that a character in your novel learned. Summarize each article in at least 2 paragraphs, then write a paragraph explaining its link to the book, and another paragraph with your opinion as to whether you agree or disagree with these articles. Why? Why not? | 15 | |
| | 9. If applicable watch the movie. Describe how the book and movie differ. Why do you think the director made these changes? | 15 | |
| | 10. Compare a character in your story to a person in real life. How are their personalities similar/different? How about their actions? | 10 | |
| | 11. Create an original character to fit into your story. Be sure to explain who they are, how people respond to them, and how they fit into your novel. | 10 | |
| | 12. Make an ABC book for your novel. For each letter of the alphabet you should have a picture of a word that begins with that letter. Pictures can be of a character, place, or important event from the story. You do not have to do Q, Z, Y, and Z. Each letter should be in color, and have one sentence to explain the relevance. | 15 | |
| | 13. Create a 10-15 minute presentation on a relevant topic related to the book. | 15 | |

You Must Obtain Level 4 Access From Your Teacher



Permission to Proceed to Level 4:






| | Level 4 | Possible Points | Points Earned |
|----------------|---|-----------------|---------------|
| Level 4 | 1. Turn in final portfolio with all of your work. | 10 | |



PLEASE NEVER BREATHE THE
POISONOUS FUMES FROM ANYWHERE IN THE
UNIVERSITY OF MARYLAND SYSTEM
BUILDINGS, INCLUDING THE UNDERLYING
STRUCTURES, UNDER ANY CIRCUMSTANCES.



| | |
|---|---|
| | <p>Discussion Questions</p> <ol style="list-style-type: none">1.2.3.  |
|  | <p style="text-align: right;">Day 3</p> <p>Discussion Questions</p> <ol style="list-style-type: none">1.2.3. |
| | <p style="text-align: right;">Day 4</p> <p>Discussion Questions</p> <ol style="list-style-type: none">1.2.3. |
| | <p style="text-align: right;">Day 5</p>  |

Discussion Questions

- 1.
- 2.
- 3.



Day 6

Discussion Questions

- 1.
- 2.
- 3.



Day 7

Discussion Questions

- 1.
- 2.
- 3.



Day 8



Discussion Questions

- 1.
- 2.
- 3.

Day 9

Discussion Questions

- 1.
- 2.
- 3.



Day 10

Discussion Questions

- 1.
- 2.
- 3.

